

# RED FLAG

## SCENARIO ASL TAC 74

Translated by Coastal Fortress Gaming Group



**VICTORY CONDITIONS:** Russians win at game end if they have at least twice as many VP of GO Infantry than the Germans in the 6L10 building (Reichstag building). Prisoners do not count toward both sides VPs.

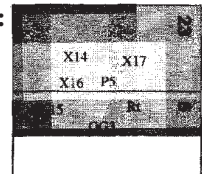
### BERLIN, GERMANY, 30 April 1945:

After the fall of the Kroll Opera, across the road from the Department of Domestic Affairs, the Russians could finally concentrate on the Reichstag attack. The building, whose windows were all walled up since the 1933 fire, impressively overlooked the diplomatic block site. During the entire day of the 30th, the Russians launched attacks that successively failed. Moreover, the anti-aircraft guns of the Tiergarten Flak tower, only 3000 meters away, considerably hampered the troop progression. But the day was not fully wasted since infantry and artillery reinforcements were brought to support the final assault. At 1800, the last act of the Reichstag battle began.

### BALANCE:

- ★ Germans set up first
- ✱ German non-crew MMCs are fanatic while in the Rt overlay locations.

### BOARD PLACEMENT:



★ RUSSIANS set up first	1	2	3	4	5	6	7	8	END
★ RUSSIANS move first									

**Assault elements of 150<sup>th</sup> Division and of 10<sup>th</sup> Motorized Flamethrower Independent Battalion [ELR:4]**  
set up south of the canal on/west of hexrow P {SAN:2}:

6-2-8	5-2-7	4-5-8	10-2	9-5	8-1	8-0	1-1-12	2-1-10	2-1-10	30-1	6/7/8
8	8	4				2		2	3	3	

**Armored support of the 79<sup>th</sup> Corps:**  
set up south of the canal on/west of hexrow V:

122L 11 1/4	152 11 1/4	85L 11 2/4	9-2	9-1
2	2	3		

**Artillery elements of the 79<sup>th</sup> Corps:**  
set up north of the canal on/west of hexrow N:

76L	122	2-2-8
2	2	4

**Elements of Waffen SS and of Volksturm [ELR:2/3] (see SSR 4):**  
set up south of the canal on/east of hexrow P {SAN:5}:

6-5-8	4-4-7	4-3-6	9-1	8-1	7-0	5-1-16	2-1-12	3-8	30-1	7 morale
5	5	7					2	3	2	10

**SSR:**

2-2-8	105	88L 45° 4°/3°	50L [75]
3			

Scenario Design: Jean-Paul Gonçalves

### SSR:

- EC are moderate with no wind at start. No Bridges exist, except X3. Woods are Shellholes. All buildings are Stone. Single story Houses are Stone Rubble. Orchards are out of season. Place the following overlays: **X15** in 6Z7-Z6, **X16** in 23X0-W1, **X14** in 23U3-U2, **X18** in 23S4-R3, **X17** in 23O4-O5, **Rt** in 6L10-K10, **OG3** in 6N5-M6 and **P5** in 23Q1-R1. Buildings 23Y7, **X15** and **X16** have playable rooftop locations. Buildings **X14**, **X15**, **X16** and **L10** (Reichstag) have all their locations (EXC: eventual rooftop) fortified (B23.9). Each hex of the **Rt** Building overlay has a Level 3 Location and a Level -1 Location (use cellar counters to represent them, even if normal building rules apply to these locations). No LOS exists between Level -1 Location of the **Rt** overlay building and Locations outside the building. Only the stairways (triangular symbols) may be used to enter Level -1 Locations from ground Locations. Overlay **Rt** building is not Burnable Terrain and cannot be rubble. No AFV may enter any Location of the **Rt** building overlay.
- Place 4 Shellholes in 23P3, 23P4, 23Q4 and 23Q5. Place 6 AT-Ditches from 6Q5 to 6Q10. These AT-Ditches are flooded and the MF cost to enter/exit is 3MF + COT instead of 2 (see B27.56). The cost to move from an AT-Ditch Location is 2MFs.

- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.
- The German 105 ART and 88L AA Guns suffer from Ammunition Shortage. German Guns may use Boresighting. Germans have a Level B Bobby Trap capability [A23.7] south of the canal. German DCs may setup HIP as Set DCs [A23.7]. German SMCs and SS MMCs have an ELR of 3 (ML stays underlined) other units have an ELR of 2.
- Russian 6-2-8 are Assault Engineers [H1.22]. Russians receives a 120mm+ OBA module with Plentiful Ammo (HE and Smoke). Vehicular crew cannot voluntarily abandon their vehicles. Russian GO Infantry crews can't drop possession of their Guns (and voluntarily leave the Gun location).
- HtH CC is in effect (J2.31).

**AFTERMATH:** The artillery support from the batteries located north of the Spree and from the tanks and assault guns allowed the Russian assaulting infantry to quickly progress. The defenders were however not disposed to surrender and several close combats developed inside the building. The 150<sup>th</sup> Division followed to clean the building. Although the issue was no longer in doubt, it was not until the 2<sup>nd</sup> of May that the last defenders, hiding in the huge building, finally surrendered.